MATURE 17+

M

CONTENT RATED BY ESRB

CAPCOM®

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from CAPCOM

Thank you for selecting ONIMUSHA® 3 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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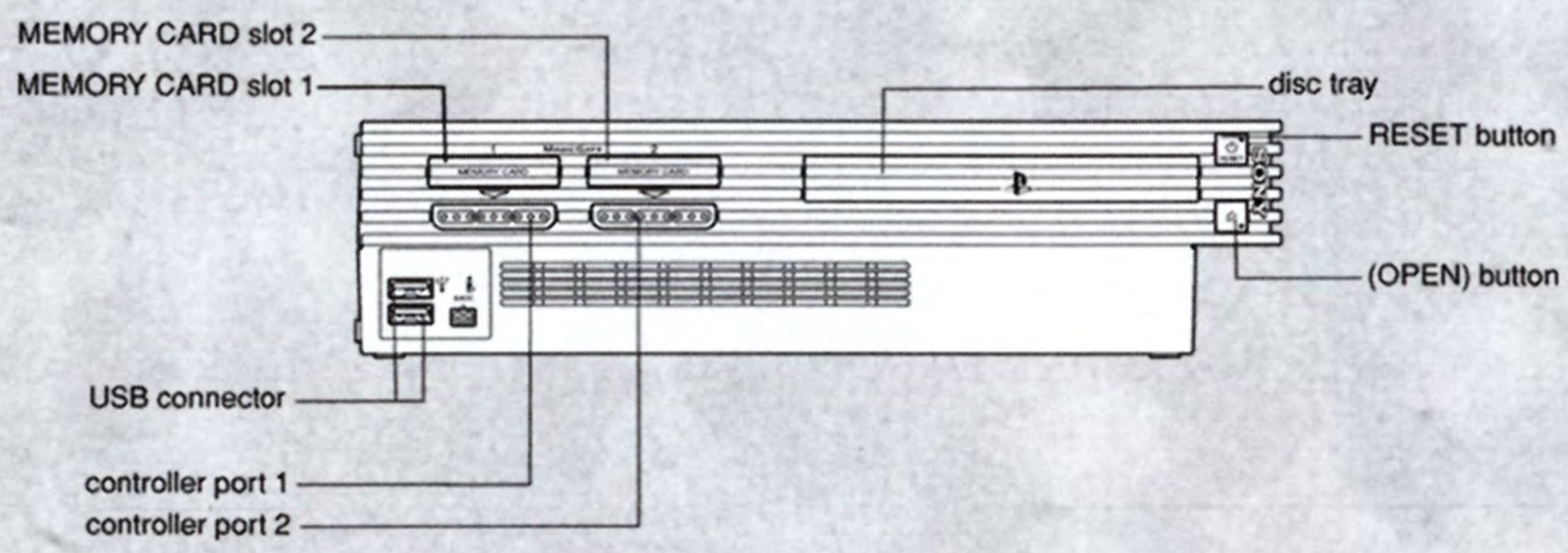
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**.

Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **ONIMUSHA™ 3: DEMON SIEGE** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

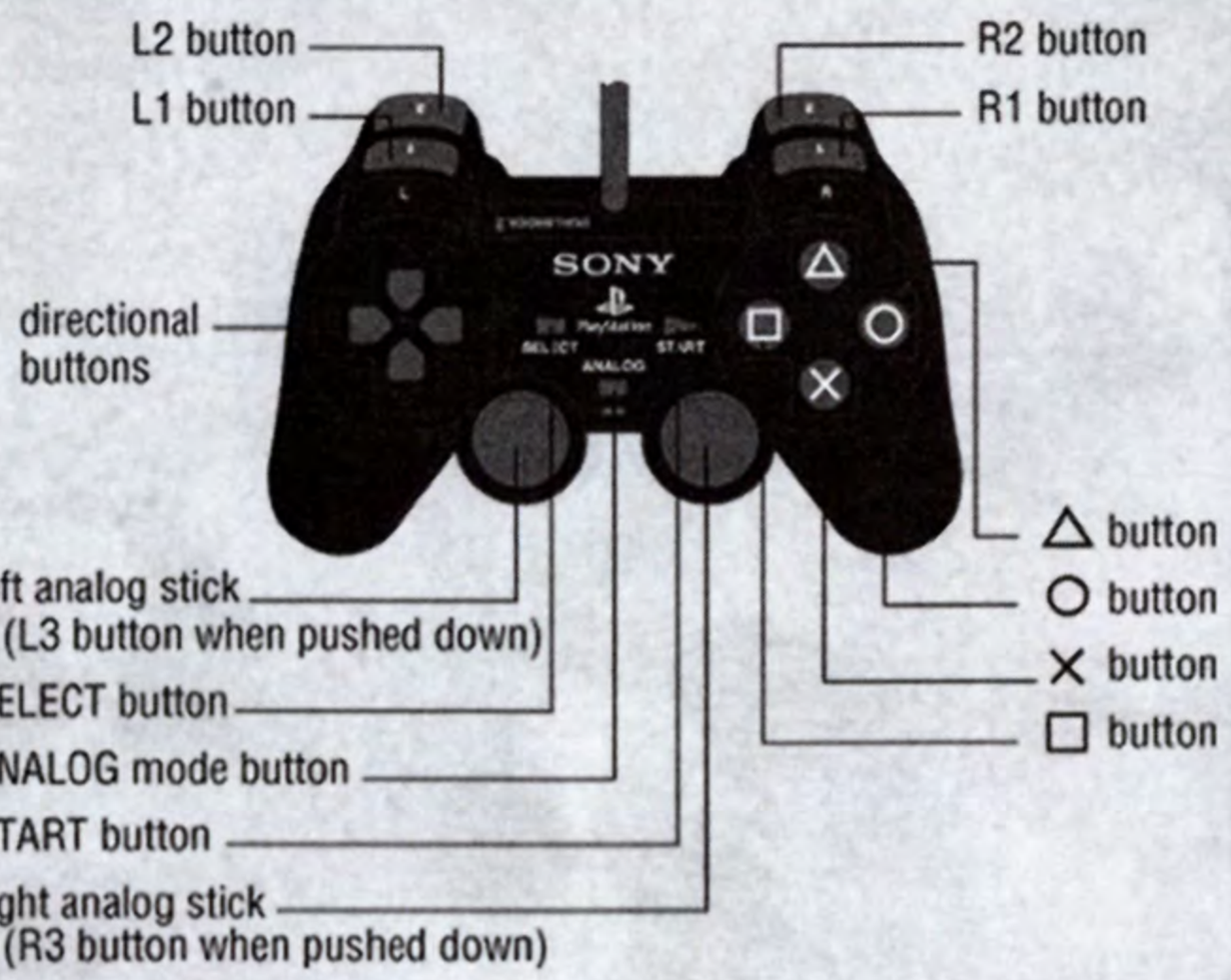
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect a DUALSHOCK®2 analog controller to controller port 1.

You can turn controller vibration on/off in Option Mode from the Main Menu or Pause Menu.



MENU CONTROLS

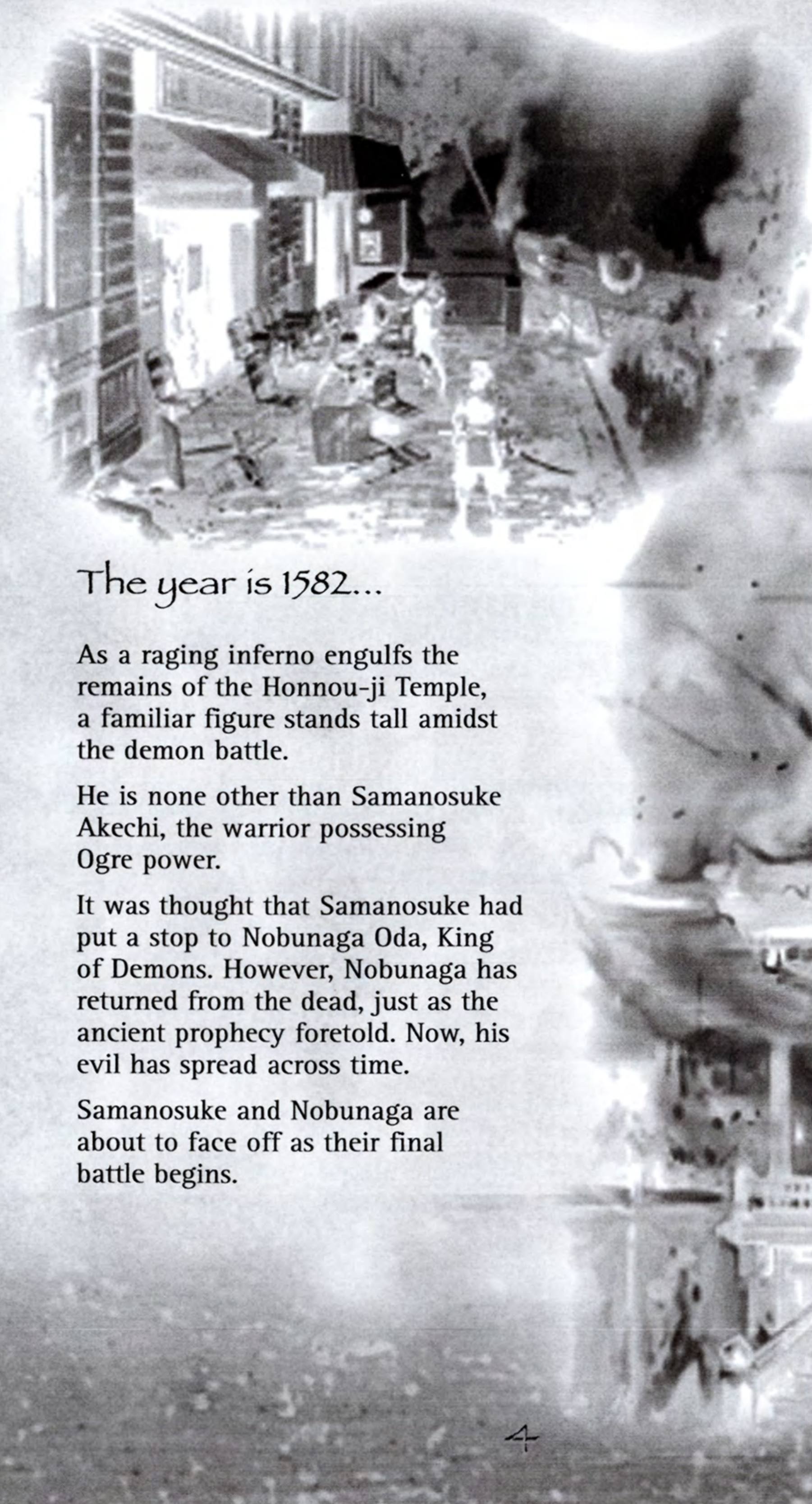
left analog stick/directional buttons	Cycle through items to highlight menu selections
⊗ button	Confirm menu selection
△ button	Cancel menu selection

GAMEPLAY CONTROLS

directional buttons (when moving)	↑ – Run forward; ↓ – Backpedal ← – Face/turn left; → – Face/turn right
directional buttons (in Ready Stance)	↑ – Step forward; ↓ – Step backward ← – Strafe left; → – Strafe right
left analog stick (when moving)	Run to screen area: ↑ – Bottom/front; ↓ – Top/inside ← – Left side; → – Right side
left analog stick (in Ready Stance)	Step to screen area: ↑ – Bottom/front; ↓ – Top/inside ← – Left side; → – Right side
▣ button	Attack; Hold down to charge up power*
○ button	Absorb Souls
△ button	Special Attack
⊗ button	Search
R1 button	Ready Stance; Hold down to charge up power *
R2 button	180 turn
right analog stick	Change Ready Stance direction (while holding down the R1 button)
R3 button	Onimusha Mode (requires 5 Purple Souls)
R1 + ⊗ buttons	Sub weapon (Fire arrows/Grab Oni Sphere **)
L1 button	Block
L2 button	Display current location (hold down button)
START button	Inventory Screen
SELECT button	Pause and display Pause Menu/Resume

*Hold down the button to activate and maintain the charge.
**Sub weapons are arrows for Samanosuke and Oni Firefly Swinging for Jacques.

TWO HEROES, ONE DESTINY



The year is 1582...

As a raging inferno engulfs the remains of the Honnou-ji Temple, a familiar figure stands tall amidst the demon battle.

He is none other than Samanosuke Akechi, the warrior possessing Ogre power.

It was thought that Samanosuke had put a stop to Nobunaga Oda, King of Demons. However, Nobunaga has returned from the dead, just as the ancient prophecy foretold. Now, his evil has spread across time.

Samanosuke and Nobunaga are about to face off as their final battle begins.

The year is 2004...

The colorful, tranquil city of Paris is suddenly attacked by an onslaught of demons. Streets are transformed into rivers of blood and countless citizens are struck down, helpless against the ruthless invaders.

However, amidst this hell on earth, one man is fighting back. His name is Jacques Blanc!

What fate lies ahead for these two heroes?

Now the epic struggle between man and demon comes to its ultimate climax in this epic adventure that crosses the barriers of space and time.

ARE YOU READY?

CHARACTERS

SAMANOSUKE AKECHI (47 years old)

Nephew to Mitsuhide Akechi. After defeating Fortinbras, ruler of the demons, with his newfound Ogre Power, Samanosuke learned that Nobunaga Oda had become the new King of Demons.

The Ogre Power that runs through Samanosuke's body has helped him maintain his youthful appearance. Though Samanosuke is a taciturn man of integrity, there isn't a demon that doesn't fear his cold, masterful skills with a blade.

And now, working under his uncle, the great warlord Mitsuhide Akechi, he has come to Honnou-ji Temple on this fated day to lay Nobunaga to rest.

JACQUES BLANC (36 years old)

Member of the General Directorate for External Security's 29th SA (29th Operations Division of the French Military). The 29th is an elite squad of soldiers drilled in top-secret maneuvers to carry out covert operations as the GDSE's secret operations unit.

With his high intelligence and superior skills in both combat and athletics, Jacques is the cream of the crop, elite among the elite. Smart and strong-willed, he believes that actions are more important than words.

Jacques has lived alone with his ten-year-old son Henri since his wife passed away.

MICHELLE AUBERT (28 years old)

Romantically involved with Jacques, Michelle serves as a First Lieutenant in the French Army. She leads her own squad and is highly respected among her friends and colleagues. She has a good head on her shoulders, is deadly with or without a gun, and despite her stunning good looks is really just one of the guys.

HENRI BLANC (10 years old))

The only son of Jacques Blanc, Henri is a bit of a troublemaker who's not afraid of anything. Just like all cool kids, he's very into computers. For some reason things don't seem to be going well between Henri and Michelle, his father's girlfriend.

HEIHACHIROU TADAKATSU HONDA (24 years old)

Secret servant to Lord Ieyasu Tokugawa. Highly loyal to Ieyasu, he displays tremendous intellect and skill in battle. He has shown such skill on the battlefield that it has been said that "only two things have surpassed Ieyasu – the head of the Tang (dynasty), and Heihachi Honda." He has a very disarming personality. His special weapon is his Famed Dragonfly-Slicing Spear with which he can perform the Demon Dragonfly Slice by harnessing the power of the demons.

AKO (age unknown)

Ako is a member of the Crow Tengu clan that has supported the Ogre tribe since ancient times. In human form, though only 30cm high, she can assist in battle, and even travel through space and time to assist in the communication between the future and the past. She possesses a telepathic ability that allows her to understand any language through feeling.

RANMARU MORI
(16 years old)

Close aide to the Oda household, Ranmaru earned Nobunaga's affection as if he were family. His surprisingly beautiful looks often lead him to be mistaken for a girl, but his personality is cool and calculating.

In the struggle at Honnou-ji Temple, Ranmaru is defeated by Samanosuke, but thanks to a distortion in the fabric of time, he is whisked off to modern-day Paris.

Now he is driven by an overwhelming desire to defeat Samanosuke and call his master Nobunaga to his side here in the future.

GUILDENSTERN (age unknown)

Top scientist of the entire demon world. He is transported to the future in a freak accident during his time distortion research. He is baffled by these random time distortions, urged on by Nobunaga's orders, and he cannot seem to control these natural phenomena.

He is also frustrated because, though every modified demon he creates is able to go up against Samanosuke, they all fail to defeat him, making Guildenstern question his own methods.

Now he is scheming to create the ultimate demon to destroy the Onimusha warrior.

NOBUNAGA ODA (49 years old)

Nine years after being defeated by Jubei Yagyu, Nobunaga has resurrected as King of Demons, just as promised, and is now extending the reach of his power.

He had his underling Guildenstern secretly research time distortions, but as time travel is not perfected and tends to go awry, numerous demons have been sent to Paris, France in the year 2004 AD.

And now, thanks to this lucky accident, Nobunaga is setting his sights on taking over the world of the future as well. His power has already surpassed that of the Onimusha, and even Samanosuke is no longer a match for his might.

GETTING INTO THE GAME

MAIN MENU

Press the START button on the Title Screen to display the Main Menu's list of options. Move the left analog stick/directional buttons ↓/↑ to highlight the option you want, and press the ✕ button to confirm.

- **NEW GAME** – Start a new game from the beginning.
- **CONTINUE** – Load a saved game and start from the point where you saved. (See page 19.)
- **OPTION** – View and change various gameplay settings. (You can also change options during play by pressing the SELECT button to pause the game and using the Pause Menu.)
- **SPECIAL FEATURES** – View various rewards added to the gallery when you fulfill certain game requirements.

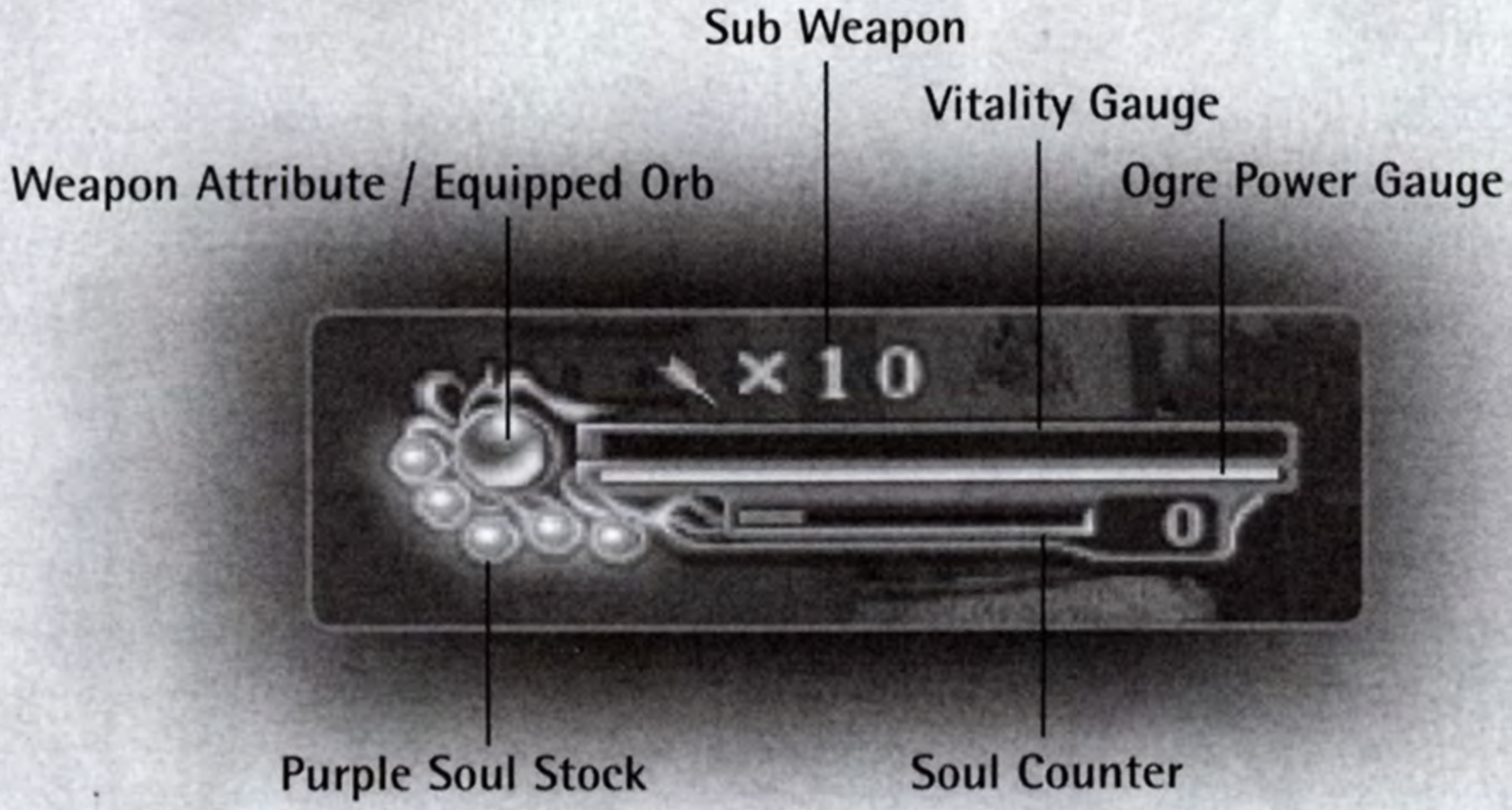
GAME OVER

Your game is over when:

- Your vitality reaches zero from sustaining attacks from the enemy, or...
- You become caught in a critical trap, unable to beat it. (Failing to escape certain traps will result in game over regardless of how much vitality you have left.)

When your game is over, you have the option to continue from your last save position. On the selection screen choose **YES** to automatically load that save and pick up where you left off. (Choosing **NO** takes you back to the Title Screen.)

STATUS DISPLAY



- **WEAPON ATTRIBUTE / EQUIPPED ORB** – Shows the color of the elemental attribute of your currently equipped weapon.
- **SUB WEAPON** – Allows you to check how many secondary weapons, arrows and/or grenades you have left in your Inventory. This indicates arrows for Samanosuke and hand grenades for Michelle. Since Jacques does not have a secondary weapon, nothing is displayed here for him.
- **VITALITY GAUGE** – Shows the remaining vitality, or health, of your character. It decreases when your character is attacked by the enemy. If it reaches zero, the game is over.
- **OGRE POWER GAUGE** – Shows how much Ogre Power you currently have. Ogre Power is used to perform special Magic Attacks, and each attack drains power from this gauge. (See page 13.)
- **PURPLE SOUL STOCK** – Shows the number of Purple Souls you currently have. When you collect five Purple Souls, you are able to enter Onimusha Mode. When time runs out and Onimusha Mode ends, all Purple Souls disappear.

  Note: If you enter into an event sequence while in Onimusha Mode, you will be automatically transformed back into your regular form and you will retain Purple Souls corresponding to the amount of Onimusha Mode time left at that point.
- **SOUL COUNTER** – Shows how many Souls you have stored up. Souls are necessary to enhance your weapons and armor. Absorbing Red Souls increases the count.

  While you are absorbing Souls, the yellow numerals on the gauge represent the amount of Red Souls absorbed, and the red numerals show your bonus for absorbing multiple Souls at once. The number to the right of the gauge indicates how many times you have completely filled the gauge. (See page 16 for more information.)

BASIC ACTIONS

BASIC MOVEMENT

- **LEFT ANALOG STICK** – This control relates movement to the compass points of the screen:

  ⬇ Run toward top ⬅ Run to left

  ⬆ Run toward bottom ➡ Run to right

- **DIRECTIONAL BUTTONS** – This control relates movement to the direction your character is facing:

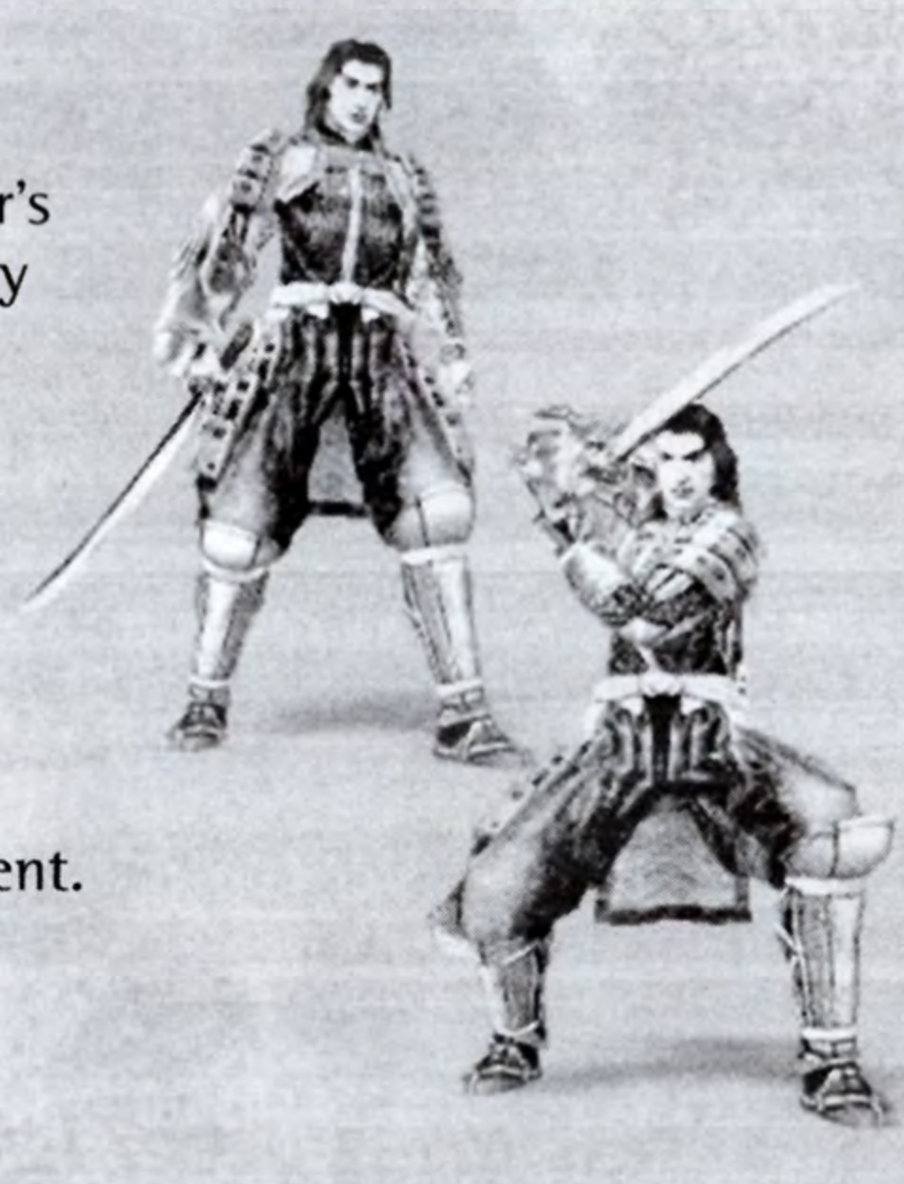
  ⬇ Run forward ⬅ Face/Turn left

  ⬆ Backpedal ➡ Face/Turn right

BASIC ATTACKS

- Press the ▢ button to attack with the character's weapon. You will automatically attack the enemy closest to the character.

- Hold down the **R1** button to put the character in Ready Stance. Fighting in Ready Stance allows you to move around in a circle with the target as your axis. In this way you can engage in high-level tactics such as getting behind the enemy to attack or dodging an attack at the last moment.



USING SPECIAL ATTACKS

- When you have a weapon equipped with an elemental attribute, press the △ button to perform devastating Special Attacks.

- Special attacks become available when you meet the following conditions:

  a. You have a weapon equipped with an elemental attribute.

  b. You have the minimum amount of Ogre Power in the Ogre Power Gauge required to perform the Special Attack.

  Note: The amount of Ogre Power needed for a special attack depends on the move and the level of its enhancement.

  You can enhance a weapon's Special Attacks up to three levels by enhancing the weapon itself.

CHARGING UP YOUR WEAPON'S POWER

When you have a weapon equipped with an elemental attribute, you can charge up its power by firmly holding down the R1 button.

Note: The ability to charge up your weapon is not available until you obtain the Tenso Sword.

Once you have power charged up, press the ▢ button to have Samanosuke unleash his Charge Slash, or have Jacques unleash his Ogre Lasso (described below).

Enhance your Ogre Gauntlet through the Enhance Screen to make your Charge Slash and Ogre Lasso even stronger. (See page 18.)

CHARGE SLASH – SAMANOSUKE

- When controlling Samanosuke, you can charge up power, and while still holding the R1 button, press the ▢ button to unleash Charge Slash, a devastating attack that deals much more damage than a standard attack.

OGRE LASSO – JACQUES

- When controlling Jacques, you can charge up power, and while still holding the R1 button, press the ▢ button to use whatever weapon you have equipped to grab an enemy and perform an Ogre Lasso.
- Once you have an enemy lassoed, you can shoot it or perform Special Attacks on it while it is in your clutches to really do some damage.

Note: While Charge Slash and Ogre Lasso do not use up Ogre Power, using a Special Attack after an Ogre Lasso does.

ONIMUSHA MODE

- Once you collect five Purple Souls, you can press the R3 button to have your character enter Onimusha Mode, transforming into an Onimusha.
- Onimusha Mode makes your character invincible for a short period of time, capable of mowing down the enemy with powerful attacks.
- Onimusha Mode ends when the Onimusha Gauge reaches zero.

ONIMUSHA RESURRECTION

- If you have five Purple Souls collected when your Vitality Gauge reaches zero, you will automatically come back to life transformed into the Onimusha. When resurrected, you regain a small amount of health.

HISSATSU

There are two types of Hissatsu, or counter attacks: Issen and Hajiki Issen. Both allow you to deal a much larger amount of damage than with a regular attack.

Note: The timing necessary to pull off a Hissatsu differs from enemy to enemy and attack to attack. It is not possible to perform a Hissatsu against certain attacks.

ISSEN

- Attack with the ■ button just before your opponent's attack is about to land.

HAJIKI ISSEN

- Attack with the ■ button immediately after deflecting an enemy's attack with a Hajiki Kaeshi (blocking an attack right before it hits you; see page 15).

SHOOTING ARROWS – SAMANOSUKE

As Samanosuke, you can acquire arrows as items.

- Hold down the R1 button and press the ✕ button to shoot enemies with your arrows.
- When you have multiple types of arrows, you can equip different types to use. Your remaining stock of arrows is displayed above the Vitality Gauge. Once the arrows are gone, you won't be able to use the bow until you find more.

  Note: As Jacques or Michelle you cannot shoot arrows. Instead, hold down the R1 button and press the ✕ button to aim at enemies either above or below you and attack them with your main weapon.

GRABBING/THROWING – JACQUES

As Jacques, you can use your main weapon to grab Oni Fireflies and jump over gaps, as well as pick up boulders and throw them.

- When near an Oni Firefly or boulder, hold down the R1 button and press the ✕ button to grab the object with your weapon. (When Jacques gets within range to grab an Oni Firefly, its color will change from yellow to green.)
- **ONI FIREFLY SWINGING** – Except for a small portion, most Oni Fireflies are hidden on the ground or in treasure boxes, or even found in the possession of enemies. By destroying structures or opening treasure boxes, you can send them flying to where they should be. If an enemy has an Oni Firefly in its grasp, you can release it by defeating the enemy. Take advantage of Oni Fireflies to get to places that are otherwise inaccessible.
- **GRAB AND THROW** – Throughout the game, you can find boulders and other objects to grab and throw. Just grab an object with whatever weapon you have equipped, and send it flying. Search for unusual items to throw!

BLOCKING

- Hold down the L1 button to block incoming attacks. (Some attacks from certain enemies cannot be blocked.)
- If an enemy catches you in its clutches, press the left analog stick or directional buttons ⬅ and ➡ repeatedly while mashing the action buttons in order to get yourself free sooner. You can use all buttons except the START button and the SELECT button to get yourself free.

CHARACTER CHANGE

- As you progress through the game, you switch control between Samanosuke, Jacques, and other characters as well. Basic controls are the same for all characters, except that only Samanosuke and Jacques can transform into an Onimusha.
- No matter what character you are currently controlling, the game will end if your health reaches zero.

AKO AND TENGU TREASURE BOXES

Hidden throughout the game are special Tengu Treasure Boxes that only Ako can open. When Ako finds one, you can give her a signal and have her open it for you.

- Ako will tell you when she finds a Tengu Treasure Box. When she signals you, press the ⊗ button to have her open the box. She will bring the contents of it back to you. Press the ⊗ button to take the item.
- Ako does not appear until the game is underway. You cannot open Tengu Treasure Boxes without Ako's help.
- If you find items after destroying objects or defeating enemies, Ako will automatically pick them up for you.

COLLECTIBLE ITEMS

- **HERB** – Grows in the wild and has a soothing scent. When its leaves are boiled and eaten, they restore some Vitality.
- **SALVE** – This box, containing a first-aid bandage and medicine, restores a small amount of Vitality.
- **MEDICINE** – Contains a selection of herbs that restore Vitality.
- **FIRST AID KIT** – Holds a selection of medicines to deal with various afflictions and restore Vitality.
- **POWER JEWEL** – Ancient yellow ornament filled with Vitality.
- **ONI JEWEL** – Ancient blue ornament filled with the power of Ogre Magic.

TIME WARP

By using the Time Warp, you can send Ako back and forth between the future and the past, and so allow yourself to switch between controlling Samanosuke and Jacques. Things that happen while playing Samanosuke in the past will have an affect on the future, where Jacques is, but future events will not change anything in the past. The key to proceeding through the game successfully is switching between characters when the time is right.

STORE

By giving items to Ako when using the Time Warp, you can have her hand them off to the other character. Before executing the Time Warp, select **STORE** from the Inventory (see page 17) and press the ⊗ button to go to your Item Screen. Highlight an item to send, press the ⊗ button, and then press the ⊗ button again to give the item to Ako. You can give her up to four items to carry through the Time Warp and hand over to the other character. (Some items may not be transferable.)

WARP

By using the Time Warps found in different areas, you can switch control between Samanosuke and Jacques. Inspect the Time Warp to display the Time Warp Screen. Then select **WARP** to send Ako through time to the other character.

SOULS

Defeating enemies releases Souls of four different colors. Each color represents a different kind of Soul. The number of Souls that appear depends on the type of enemies and the method of attack you use to defeat them. It's up to you to figure out how to get the most Souls out of the enemies.

- **RED SOULS** – Enhance weapons and armor.
- **YELLOW SOULS** – Restore vitality.
- **BLUE SOULS** – Restore Ogre Power.
- **PURPLE SOULS** – Collect five to be able to enter Onimusha Mode.

ABSORBING SOULS

Hold down the ◉ button to absorb Souls into the Ogre Gauntlet on your right arm. The Soul Counter increases when you absorb Red Souls, so check it to confirm the number of Souls you absorbed. Extra Souls are added as a bonus for absorbing a large number of Souls at once, and this bonus number of Souls is displayed in yellow numbers. Souls disappear after a certain amount of time.

If you are playing a character without an Ogre Gauntlet, Souls will not be released when enemies are defeated. But, when using a character like this, you can find a special item that allows you to release and absorb Souls. Keep your eyes open.

INVENTORY

Press the START button during play to display your Inventory, with these sections: EQUIP, ITEM, AKO, FILE, MAP and EXIT. Use the Menu Controls (see page 3) to move into a section's submenu and use its contents.

EQUIP

This submenu has WEAPON-ARMOR and ARROW sections. Press ⬅/➡ to toggle between them, and ⬆/⬇ to cycle through the items. As you cycle, pictures and descriptions of the items will be displayed.

- **WEAPON-ARMOR** – Weapons and armor your character can equip are displayed here. Equip a new weapon or piece of armor by highlighting it and pressing the ⊗ button.
- **ARROW** – Arrows that Samanosuke can equip are displayed here. Equip a new type of arrow by highlighting it and pressing the ⊗ button. (The Arrow tab is only displayed when you control Samanosuke.)

ITEM

Lists the items you currently have in your Inventory. Press ⬆/⬇ to cycle through the items. As you cycle, pictures and descriptions of the items will be displayed. To use an item, highlight it and press the ⊗ button.

AKO

Lists the Haori (vests) you have for Ako. Press ⬆/⬇ to cycle through the items (pictures and item descriptions will be displayed). Below the list of Haori you can see how many Eco Spirit (tree spirits) you have.

Note: Eco Spirit is required in order to equip Ako with Haori. You can find Eco Spirit scattered in different areas throughout the game.)

- By injecting a Haori with a certain amount of Eco Spirit, Ako can put on the Haori and wear it. First select a Haori, then inject it with Eco Spirit.

- Equip Ako with a new Haori by highlighting the Haori and pressing the ⊗ button. Different Haori provide different added effects. When you return to the game, you will see that Ako's glow is the color of her newly-equipped Haori.
- Ako's portion of the Inventory is only accessible when she is accompanying your character in the game.

FILE

In the File submenu you will find the **DOCUMENT** and **SCRL** (military arts book). Press ⬅/➡ to toggle between them. Press ⬆/⬇ to cycle through the items. A picture and description of each item will be displayed.

- **DOCUMENT** – View the contents of any book you have acquired by highlighting the book and pressing the ⊗ button.
- **SCRL** – Display all the Ogre Military Arts training books you have acquired. These manuals are required in order for you to undergo training through the Magic Mirror. View the contents of any available manual by highlighting it and pressing the ⊗ button. (See page 19 for information on Training.)

MAP

Displays the names of all maps you have acquired so far. Highlight the map you want to view and press the ⊗ button. (If you have not yet acquired the map for the area you are in, the map will show only areas you have explored so far.)

The map shows:

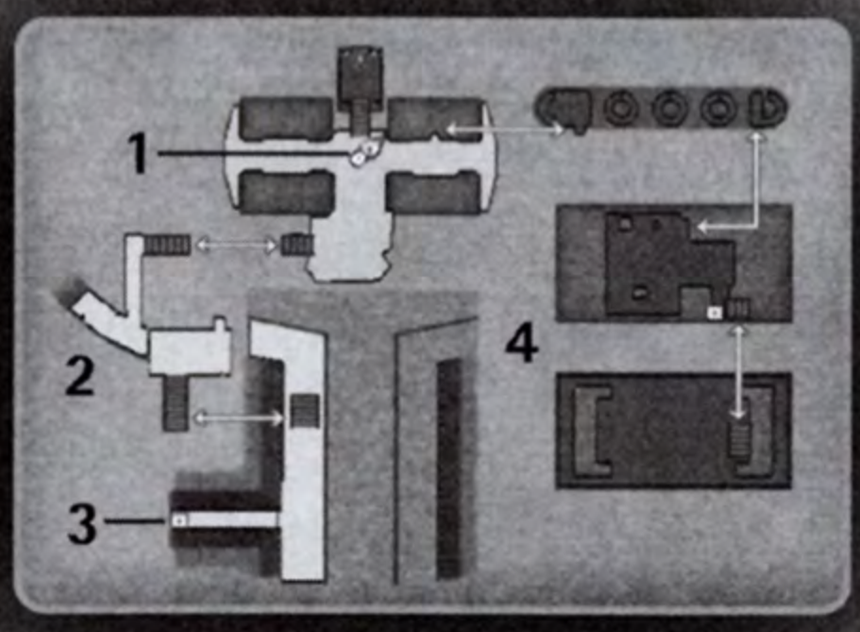
1 Your character's location and facing direction (circle and arrow).

2 Explored areas (bright).

3 Magic Mirror/Save location (square).

4 Unexplored areas (dim).

During play, hold down the **L2** button to check your current location on the map.



EXIT

Select EXIT to close the Inventory and return to the game.

ENHANCE SCREEN

Select **ENHANCE** from the Option Menu of the Magic Mirrors you find throughout the game to use the Red Souls absorbed into your Ogre Gauntlet to strengthen your weapons and armor.

Highlight the item you want to enhance and press and hold the ⊗ button to inject Souls into that item. The item's level will increase once it is injected with a certain amount of Souls. You can continue injecting Souls into an item until its remaining capacity reaches zero. Release the ⊗ button at any time to stop injecting Souls.

TRAINING

Inspect any of the Magic Mirrors throughout the game and select **TRAIN** to enter the Training Screen. From here, you can undergo training in various arts and techniques that you will need to know in order to progress through the game.

On the Training Select screen, highlight any type of training you would like to try and press the ⊗ button. This will put you in the training arena to begin the training.

The types of training available from the beginning are limited, but by acquiring Ogre Military Arts training books in the game, you can unlock more training regimens.

While training, your game will not end if your Vitality reaches zero.

You receive a special item upon completing each training regimen.

SAVING/LOADING

SAVING GAME DATA

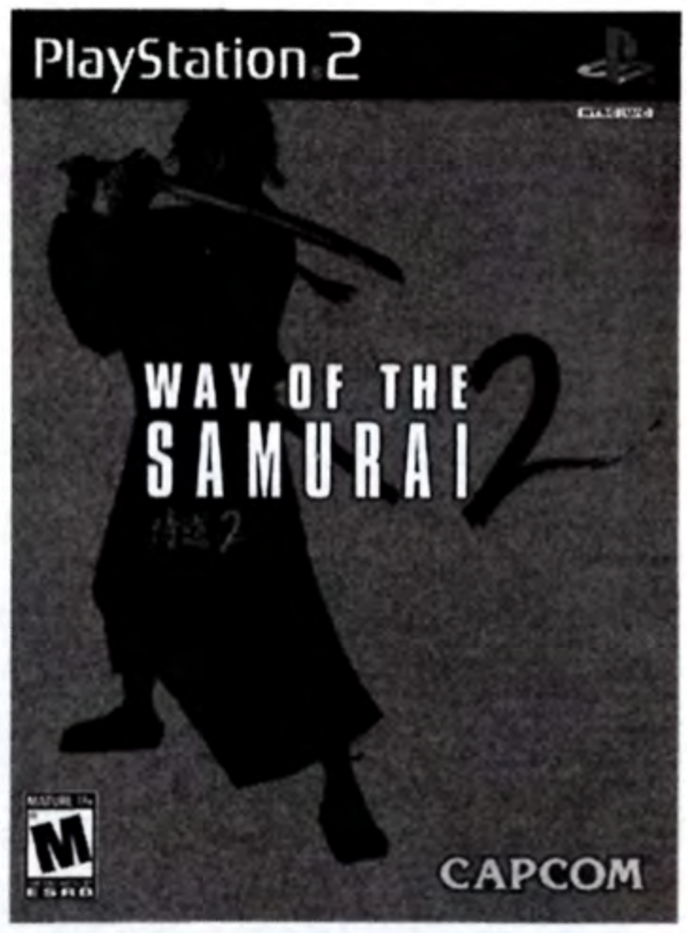
Inspect any Magic Mirror in the game to save your progress up to that point.

- You must be using a memory card with at least 379Kb of free space in order to save **ONIMUSHA 3: DEMON SIEGE** game data.
- While saving game data, please do not turn off the power to your console, press the **RESET** button, or remove the memory card. Doing so could destroy the game data.

LOADING GAME DATA

Select **CONTINUE** from the Main Menu to load previous save game data and pick up the game from the point where it was saved.

- You must be using a memory card containing previously saved **ONIMUSHA 3: DEMON SIEGE** game data in order to continue a game.
- While loading save game data, do not turn off the power to the console, press the **RESET** button, or remove the memory card. Doing so could destroy the game data.



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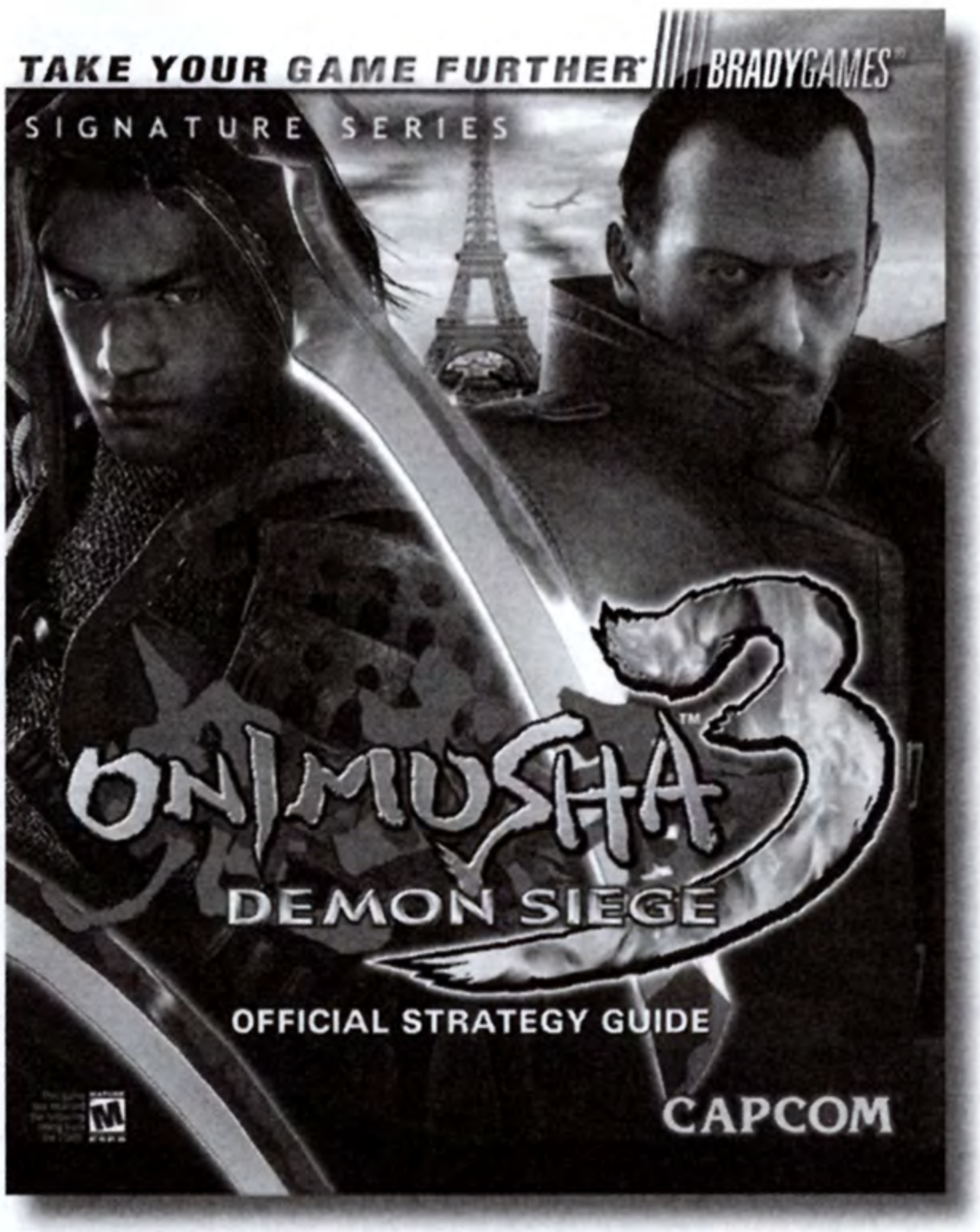

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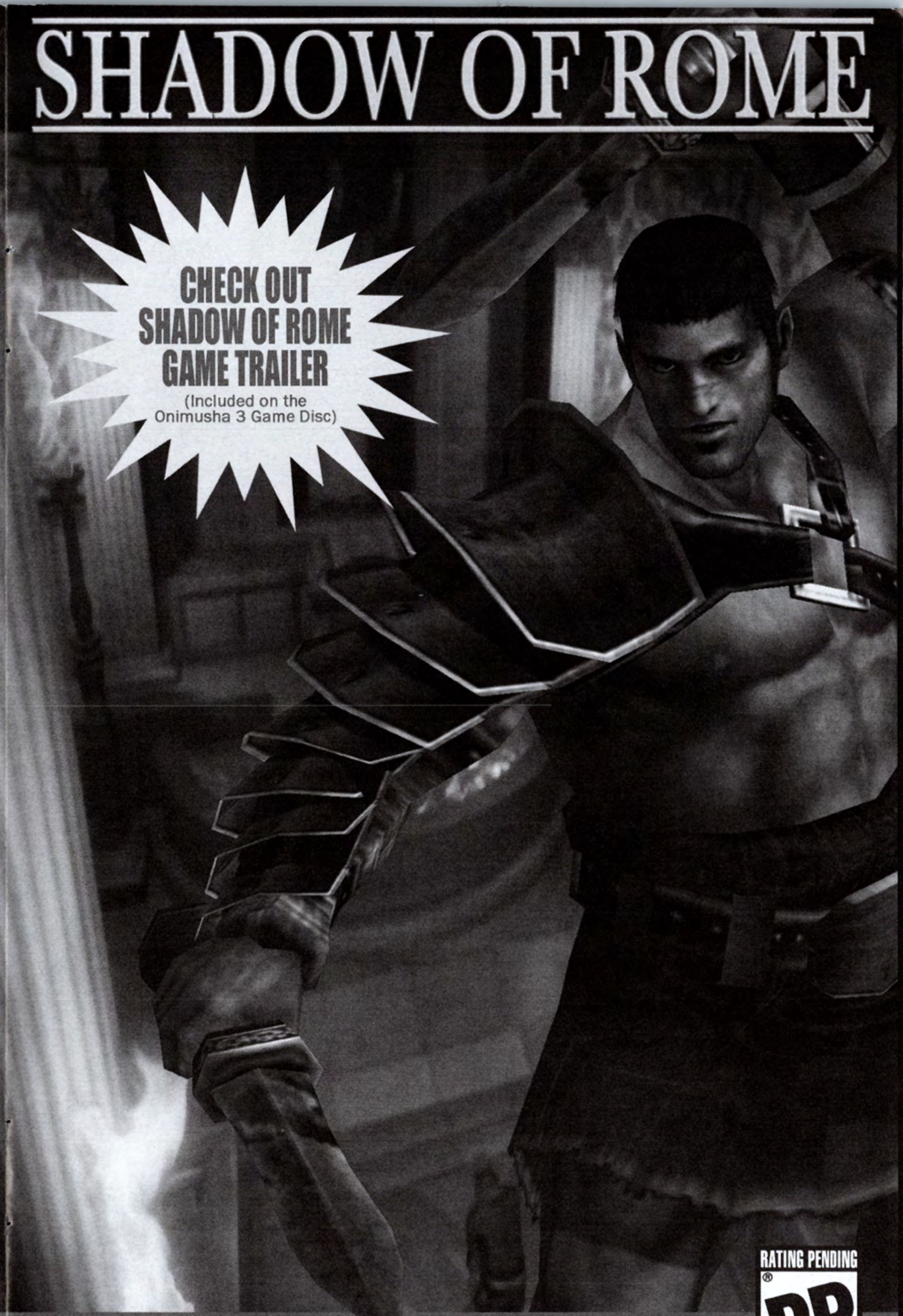

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